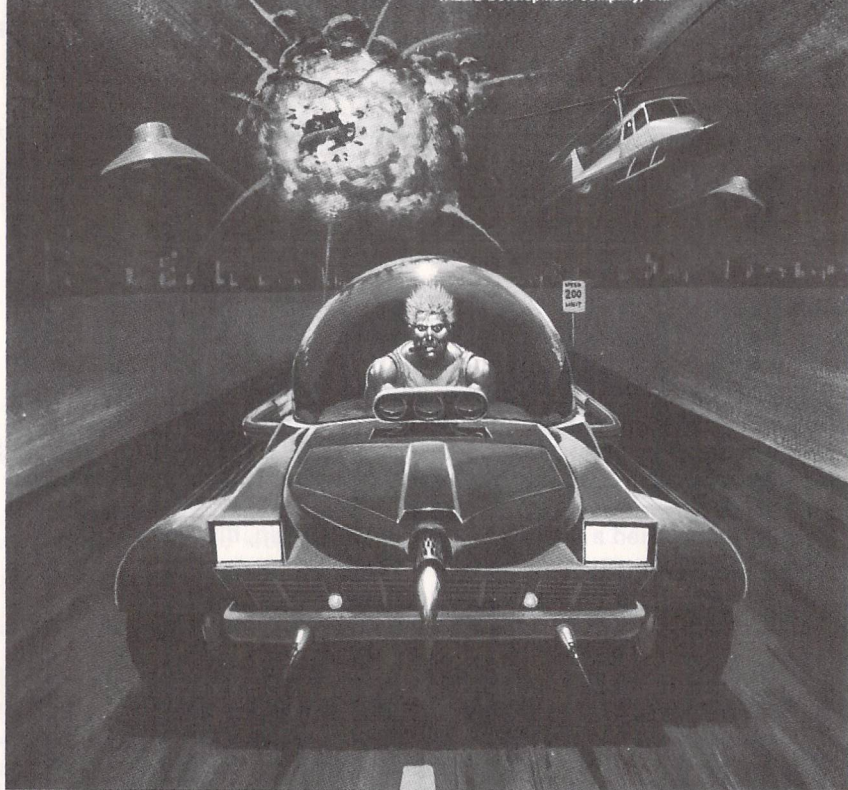


Black Thunder

by Antony Crowther
Wizard Development Company, Ltd.



BLACK THUNDER IS THE AVALON HILL GAME COMPANY'S TRADEMARK FOR ITS
MICROCOMPUTER GAME OF AUTOMOTIVE ARCADE ADVENTURE

Dare You Travel The Roads Alone?

It's the future, and to escape from the City Masters you must ride the glory road. Your car is superpowered and armed with guns and missiles, but they're coming after you with landmines, rockets and helicopters. Do you dare travel the road to freedom? **Black Thunder** for your C64 is the ultimate test.

CREDITS

Design: Antony Crowther and Wizard Development Company Ltd.

Rules Editor: William E. Peschel

Rules Design: Mike Creager

Production Coordinator: Phyllis Opolko

Typesetting: Colonial Composition

Box Design: Jean Baer

Prep. Dept. Coordinator: Elaine M. Adkins

Printing: Monarch Services

Cover Art: Jim Talbot

TO LOAD

Turn on your Commodore® 64 computer and disk drive, and put the game disk in. Type **LOAD“*”,8,1** and hit the **RETURN** key. The game will load and start.

If you have finished a game and want to play again, hit the fire button or the space bar when you see the title screen.

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TO PLAY

If you have a joystick, plug it into **port #2** (not #1 like other games).

NOTE! If joystick is plugged in **port #1** instead of **port #2** the game will go into a **Boredom Routine** and will have to be reloaded.

If you want to play using the keyboard, see the chart below:

X	Accelerate
A	Decelerate
=	Left
?/	Right

RUN/STOP Fire rear missile upwards. Releasing the button stops its upward movement and fires it towards the rear.

RETURN Fire forward missiles

F1 Select difficulty level 1-9 at start of game.

F3 When car has *stopped*, will pause the game.

F5 Resumes game after pause.

RESTORE Aborts mission

TO SCORE

Picking up ammo dumps: 10 points. Ammo is collected by driving over them. If you are carrying more than 40 a warning sounds. The car cannot carry more than 50—if you reach this figure the car explodes.

Helicopter: 100 points. Beware of torpedoes dropped by helicopters:

Tank: 100 points.

Guided Missile: 200 points. These can only be attacked from behind. Use the diagonal roads to avoid or approach them.

U.F.O.: 300 points. These are passive until you attack them.

You also earn 1,000 points for starting, 1,000 points for being destroyed (small consolation!), and 1,000 points for completing a level.

TO WIN

You have escaped the androids when you reach 100,000 points after destroying all opponents.

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IF YOU CANNOT LOAD THE PROGRAM

1. Check your equipment carefully to be sure that all cables and connections are correct.

2. Re-read the section in your computer's manual that tells you how to load software. Try to load software again.

3. If you can adjust the volume on your recorder, try different settings, both higher and lower.

4. The normal reason software will not load is tape recorder or disk drive head misalignment. Your computer may be able to save and load programs on its own recorder, but be unable to read software made on a different recorder for this reason. Be sure your recorder heads are correctly aligned. Your local computer store or dealer can help you with this.

5. If the program still cannot be loaded, send the software, with a complete description of the problem (what type of computer you have, what the computer says, if anything, when you try to load the software or play the game, and what you did to try to get it to load.) to:

Microcomputer Games Division
The Avalon Hill Game Company

4517 Harford Road
Baltimore, Maryland 21214

Defective software will be replaced. Return your dated sales slip with your disk only. After 30 days from purchase send \$10.00 with your disk for replacement.

YOU NAME IT, WE'VE GOT A GAME ON IT . . .

The Avalon Hill Game Company is the world's largest publisher of a great variety of strategy board games of skill. We manufacture over 100 games; including wargames, sports strategy and statistical replay games, power politics games, adventure and role-playing games, and games on fantasy and science fiction. For complete information with pretty pictures, write the factory and ask for a *Complete Game Catalog*. Consult current parts price list for price of catalog.

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Consumer Relations

4517 Harford Road, Baltimore, MD 21214

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